

# 2021 CHE Rule Change Proposals

## UNIFORM COLORS

### Old Rule

*None*

### New Rule

**Color Assignments:** The home team shall select its primary uniform color for the game and must inform the opponent at least 30 minutes prior to the start of the warm-up period. The away team shall then wear a uniform color that is not in visual conflict with the home team.

- 1) The home team does not reserve the right to change its selection once the visiting is informed of the home team's choice, regardless of the amount of time remaining until the start of the game.
- 2) In the event of a potential color conflict, the On-Ice Officials shall issue a decision to resolve the matter prior to the start of the game.

### Rationale

This rule keeps up with a trend in sports to allow "color on color" uniform matchups within a game. And while the CHE does not encourage the purchase of third jerseys due to increased player costs, teams that opt to do so will be given more options by this rule to make use of that purchase. The rule does require teams to be more responsible in what they bring to the rink and how they communicate with each other.

## PLAYER EQUIPMENT COLORS

Old Rule	New Rule
<i>None</i>	<p><b>Game Jerseys:</b> Each skater and each goalkeeper participating in a game for a team shall wear a matching jersey of the same colors and similar striping.</p> <ol style="list-style-type: none"><li>1) A player wearing a jersey of matching base color but without similar striping, such as solid-colored “practice jerseys,” shall not constitute compliance of this rule and therefore shall not be permitted.</li><li>2) Similar crests shall be required on the front of the jersey, but additional patches/logos in other areas of the jersey do not need to match.</li></ol> <p><b>Equipment Colors:</b> There shall be no color/design requirements for skater gloves, helmets, pants, and socks, nor for goaltender exterior padding.</p> <p><b>Game Uniform Compliance:</b> All participating players must comply with all CHE Game Uniform policies.</p> <ol style="list-style-type: none"><li>1) All questions and clarifications should be presented to the On-Ice Officials prior to the game with enough time to avoid a delay in starting the game at the designated time.</li><li>2) The On-Ice Officials shall make the final determination on “same colors and/or similar striping,” and when in reasonable doubt, the portion of game uniform shall be permitted for use in that game.</li><li>3) The On-Ice Officials shall not stop play for uninform compliance issues unless a safety concern exists. The On-Ice Officials shall inform the Head Coach prior to the start of the game or during a stoppage in play of any player(s) deemed not in compliance.</li><li>4) If any non-compliant player participates in play after the Head Coach has been informed of the violation, a Minor Penalty for Equipment Violation shall be issued to that player. A subsequent violation by the same player within the same game shall result in a Game Misconduct to the player and a Bench Minor Penalty to the team.</li></ol>

### Rationale

This rule technically does should change expectations previously established within the CHE, but it clarifies any question that may arise about it since it was not previously defined in the CHE Game Manual. However, this proposal is also intended to spark a discussion about the sacrifice we are willing to accept regarding the stigma of collegiate club hockey simply being a “glorified adult league.” Non-matching uniforms absolutely contribute to that stigma, and while there is certainly an added cost of requiring some sort of matching, the trade-off may mean the addition of more players on our teams. This could be done on a minimal level, such as requiring matching socks only, and it could be specified further by division, as deemed appropriate.

## OFFICIATING SYSTEMS

### Old Rule

**On-Ice Systems:** All games shall have a standard of two certified, on-ice officials scheduled for the duration of the event. The approved systems for CHE games shall be:

- 1) 2 referees and 1 linesman (“2-1 system”)
- 2) 2 referees and 2 linesmen (“4-man system”)
- 3) 2 referees (“2-man system”) – approved for Women’s games only

**Minimum Number of Officials:** At no time shall play start or resume in any game without the minimum of certified officials participating on the ice. If such circumstance arises, the game shall be stopped as a Suspended Game.

- 1) All CHE Men’s games require at least 2 officials to be participating. All CHE Women’s games require at least 1 official to be participating.
- 2) In the event that an assigned official does not appear for a game or is unable to resume his/her duties in a game, the on-ice officials withhold the right, at their sole discretion, to adjust the on-ice officiating system so as long as the minimum number of officials are present.

### New Rule

**Officiating Systems:** All games shall be assigned to meet the required on-ice officiating system based on the level of play. If an assigned official(s) does not appear for a game or is unable to resume his/her duties in a game, the On-Ice Officials withhold the right, at their sole discretion, to adjust the on-ice officiating system so as long as the minimum number of officials are present.

- 1) Men’s Division 1: 1 referee and 2 linesmen (“3-man system”)
- 2) Men’s Division 3: 2 referees and 1 linesman (“2-1 system”)
- 3) Men’s Division 4: 2 referees (“2-man system”)
- 4) Women’s Division 2: 2 referees (“2-man system”)

**Alternate Officiating Systems:** An alternate approved system, including 2 referees and 2 linesmen (“4-man system”), may be implemented if given consent by the League Office in advance of a particular game.

**Minimum Number of Officials:** All CHE games require at least 2 officials to be participating. At no time shall play start or resume in any game without the minimum of certified officials participating on the ice. If such circumstance arises without resolution, the game shall be stopped as a Suspended Game.

- 1) A certified official who was not assigned to a game and did not start the game shall be eligible to enter a game at any point, as agreed upon by the On-Ice Officials.

### Rationale

The new rule is specific about which officiating system is used in each division since all division teams are now using the same system within each division. The 2-referee system would become the mandate for M4 to eliminate staffing problems. Another new rule then allows for a 4-man system to be used for approved instances, including playoffs. The wording of the rules also provides improved clarity on how situations are to be handled when the designated system is not an immediate option.

## MERCY RULE

### Old Rule

None

### New Rule

**Mercy Situations:** Games with a large score differential shall be controlled by the following protocol adjustments:

- 1) A running-clock format shall be implemented if a team establishes a lead of 8 goals. If the goal differential is reduced to 6 goals, stopped time shall be used again.
- 2) In the event a team has established a lead of 10 goals or more at the second intermission or at any point during the third period, the game shall be ended immediately as a Terminated Game.

**Running-Clock Stoppages:** When the running-clock format is in effect, the clock shall run continuously except when an On-Ice Official orders the clock to be stopped due to a lengthy delay, such as an injured player requiring medical assistance or a rink issue requiring repair work.

**Running-Clock Penalties:** Penalty times during running-clock situations shall be recorded on the scoresheet as the standard time and similarly applied to game/player statistics. The actual time served for penalties and thereby posted on the game clock in these situations shall be:

- 1) Minor Penalty: 4 minutes
- 2) Major Penalty: 10 minutes
- 3) Misconduct Penalty: 20 minutes

**Terminated Games:** The score at the time a game is terminated due solely to score differential shall be the final score of the game and therefore shall not be considered a Suspended Game.

### Rationale

The CHE has always taken the stance that we want all games to be 60 minutes of stop-time play to uphold a higher level of professionalism and ensure that we maximize game time, particularly when teams are traveling several hours to play a game. However, the feedback in recent seasons is that no one wants blowout games to drag out any longer than they must because it just looks bad when the score is lopsided, and by that point, no one really wants to be there anymore. The reverse consequence is that a rule like this could encourage the better team to try to get to 10 goals before the end of the 2<sup>nd</sup> period as a “badge of honor” in unsportsmanlike fashion.

## SCORESHEET ROSTERS

### Old Rule

**Scoresheet Roster:** Prior to the start of a game, each team shall identify on the official scoresheet the full names and jersey numbers of all players who will participate in the game. Each player cited on the scoresheet as participating in the game shall be on the players' bench and dressed to play prior to the end of that game.

- 1) All players shall be listed in numerical order by their assigned jersey numbers. Players temporarily wearing a uniform number other than their uniquely assigned number for that team shall be listed with the assigned number diagonally crossed-out by a single line and the temporary jersey number for that game listed immediately to its right.
- 2) Goalkeepers shall be clearly marked in the designated area.
- 3) The captain (max of 1) and alternate captains (max of 2) shall be marked in the designated area.
- 4) Any individual serving a suspension in a game shall be designated on the official scoresheet as not participating in the game by either excluding the person's name from the game roster or by drawing a solid line through that name and noting only "SUSP" next to that player's name.
- 5) Players listed on the game roster who are not participating in the game shall be noted as such by drawing a single, thin line evenly through the name and jersey number of that player.
- 6) The person legally serving as the team's Head Coach for the game shall be listed on the game roster.

### New Rule

**Scoresheet Roster:** Prior to the start of a game, each team shall identify on the official scoresheet the full names and jersey numbers of all players who will participate in the game. Each player cited on the scoresheet as participating in the game shall be on the players' bench and dressed to play prior to the end of that game.

- 1) Players listed on the game roster who are not participating in the game shall be noted as such by drawing a single, thin line evenly through the name and jersey number of that player.
- 2) A player temporarily wearing a uniform number other than his/her uniquely assigned number for that team shall be listed with the assigned number diagonally crossed-out by a single line and the temporary jersey number for that game listed immediately to its right.
- 3) Goalkeepers shall be clearly marked in the designated area.
- 4) The captain (max of 1) and alternate captains (max of 2) shall be marked in the designated area.
- 5) An individual serving a suspension in a game shall be designated on the official scoresheet as not participating in the game by drawing a solid line through that name and noting only "SUSP" next to the name.
- 6) The person legally serving as the team's Head Coach for the game shall be listed on the game roster.
- 7) The Head Coach shall take the responsibility, on his/her own accord, to verify the team's game roster, including players serving suspensions.

### Rationale

The CHE intends to implement new scoresheets this season that will allow the teams to print a scoresheet prior to the game with the player rosters already filled in electronically. By doing so, teams will have all their rostered players printed on the scoresheet. So unlike in the past when players who were not playing in the game were simply not listed on the sheet, those players will now be there and must be scratched off. It is important for the coaches to know to put a single, straight line through the player and not scribble out the entire name. This option also (finally) fixes the problem of coaches not listing their players in numerical order, creating a better opportunity for the CHE to enter stats on the league website. This change places additional responsibility on the teams to ensure that a current scoresheet is printed; teams cannot print a season's worth of scoresheets since rosters may change. Similarly, roster changes and jersey numbers require more accountability from the teams. But the trade-off is more professionalism and an improved ability to post stats.

## SCORING INFORMATION

### Old Rule

**Scoring Information:** The Official Scorer shall record all goals, assists, and penalties on the scoresheet, as reported only by the On-Ice Officials. The Official Scorer shall track and record the goaltender records for the game.

- 1) Any scoring changes within a game – or immediately following a game, prior to the teams departing the ice surface – must first be approved by an On-Ice Official. No scoring changes shall be accepted once the teams have departed the ice surface.

### New Rule

**Scoring Information:** The Official Scorer shall record all applicable details for goal and penalties on the official scoresheet for the game, as reported only by the On-Ice Officials. The Official Scorer shall also track and record the applicable goaltender records for the game.

- 1) The time of all scoring information shall be recorded as the time on the game clock at the stoppage for the scoring play (not elapsed time in the period) and shall be announced as such.

**Scoring Changes:** Any scoring changes within a game – or immediately following a game, prior to the On-Ice Officials departing the ice surface – must first be approved by an On-Ice Official. No scoring changes shall be accepted once the On-Ice Officials have departed the ice surface, and any potential changes needed to the scoresheet (non-scoring corrections) after that time shall be reported to the League Office for review.

### Rationale

The spirit of the rule technically does not change any. It does add clarification that scoring is the clock time and not the elapsed time, for the purpose of consistency. But it is provided here to ensure that teams are in favor of enforcing the portion about tracking goaltender stats. Many submitted scoresheets do not provide shot totals or even who was the goalie for each game. If the CHE wants to provide team stats for all divisions, this information is going to be required and therefore this rule must be enforced.

## GOALTENDER CHECK-IN

Old Rule	New Rule
<i>None</i>	<p><b>Goaltender Check-In:</b> Any team opting to change its goaltender during a game must report this change directly to the Official Scorer, either via a Team Official or the replacement goaltender, at the time of the change.</p> <ol style="list-style-type: none"><li data-bbox="646 359 1516 506">1) Failure to report the change does not guarantee that the change will be recorded on the official scoresheet, and the records and statistics of the game cannot be later modified to reflect the change of goaltenders.</li><li data-bbox="646 516 1516 621">2) If the change is reported at a subsequent point of the game, the change shall be considered to have taken place at the time of the game in which the report was made.</li></ol>

### Rationale

This is another rule to promote and sustain goaltender statistics for all league games. It can often be extremely difficult for the score keeper to know if a team has changed its goaltender – after goals and between periods there are several tasks for the off-ice officials to complete, which is also when teams often make goaltender changes. This check-in is simple to do and solves the problem.

## SUPPLEMENTAL DISCIPLINE

Old Rule	New Rule
<i>None</i>	<p><b>Fighting:</b> Any player assessed a Disqualification for Fighting shall serve an additional suspension of 1 game, notwithstanding any other suspension(s) received as a result of the penalties assessed in conjunction with the game.</p> <p><b>Running-Clock Discipline:</b> Any player or team official who is assessed a Disqualification penalty during a Running-Clock Scenario shall serve 1 additional game suspension for each Disqualification received during this time, notwithstanding any other suspension(s) received as a result of the penalties assessed in conjunction with the game.</p>

### Rationale

These rules curb behaviors that are not reasonable to our league's missions. A 1-game suspension for fighting should not carry the same punishment as a "hockey play gone bad," such as head contact. But no types of DQs should be acceptable during the mercy rule scenario. Note that a fight in a running clock situation would be a 3-game suspension, as written, since both rules would apply. The second rule would be nullified and removed if we do not pass the Mercy Rule proposal.

## PLAYOFF PLAYER ELIGIBILITY

Old Rule	New Rule
<p>A player must have been officially added to the team roster by January 31st of the current season and have participated in at least 1 regular season league game during the season to be eligible to participate in league playoffs.</p>	<p><b>Player Eligibility:</b> Players must meet all the following requirements to participate in the CHE playoffs with a team, as verified by the League Office:</p> <ol style="list-style-type: none"><li>1) Have been added to and approved for the team roster by January 31<sup>st</sup> of the current season</li><li>2) Remain eligible for participation under all CHE Participation Policies</li><li>3) Appear on a game roster (scoresheet roster) as participating in at least 3 of the team's regular-season league games</li><li>4) Participate with only one CHE team in the CHE playoffs</li></ol>

### Rationale

The new rule increases the minimum number of games required to play in CHE playoffs. The current situation with the Tampa Bay Lightning in the NHL brings forth an issue of having a playoff team roster looking starkly different than a team's regular season roster, and our previous minimum of 1 league game allows for that to happen in our playoffs.

# PLAYOFF OVERTIME FORMAT

## Old Rule

Overtime shall be played for all playoff games with a tied score at the end of regulation time.

- 1) All overtime periods shall be 10 minutes of sudden-death, stop-time play.
- 2) No timeouts shall be permitted in overtime, even if a timeout was not used by a team during regulation time.

Playoff overtime shall utilize a modified protocol for all games.

- 1) A 3-minute intermission shall take place immediately following the conclusion of regulation time.
- 2) Teams shall switch defending end zones between the end of regulation time and the start of the overtime period, and the teams shall do so again between each successive overtime period.
- 3) The ice shall be resurfaced following the conclusion of only the first overtime period.
- 4) Intermissions in overtime involving an ice surfacing shall be 10 minutes in length; intermissions in overtime without an ice resurfacing shall be 3 minutes in length.

The on-ice manpower shall start at 5-on-5 for the first overtime period and decrease by one for each sequential overtime period. Applicable penalties shall adjust the on-ice manpower in accordance with the rules and shall never reduce a team to less than 3 skaters on the ice.

- 1) First overtime period: 5-on-5
- 2) Second overtime period: 4-on-4
- 3) Third overtime period: 3-on-3

If the score remains tied at the conclusion of the third overtime period, a shootout will be conducted to determine the winner, in accordance with the Playoff Shootout Procedures.

## New Rule

**Overtime Application:** Sudden-death overtime shall be played for all playoff games with a tied score at the end of regulation time.

**Overtime Format:** All overtime periods shall be 10 minutes of stop-time play.

- 1) Each team shall be permitted a maximum of one timeout of 1 minute in length in overtime, regardless of whether a timeout was or was not used by the team during regulation time.

**Overtime Protocol:** Playoff overtime shall use a modified format for all games.

- 1) A 2-minute intermission shall take place immediately following the conclusion of regulation time.
- 2) Teams shall switch defending end zones between the end of regulation time and the start of the overtime period, and the teams shall continue to do so for each successive overtime period.
- 3) The ice shall be resurfaced following the conclusion of only the first overtime period.
- 4) Intermissions in overtime involving an ice resurfacing shall be 10 minutes in length; intermissions in overtime without an ice resurfacing shall be 2 minutes in length.

**Overtime Manpower:** The on-ice manpower shall start at 5-on-5 for the first overtime period and decrease by one for each sequential overtime period. Applicable penalties shall adjust the on-ice manpower in accordance with the rules and shall never reduce a team to less than 3 skaters on the ice.

- 1) First overtime period: 5-on-5
- 2) Second overtime period: 4-on-4
- 3) Third overtime period: 3-on-3

**Shootout:** If the score remains tied at the conclusion of the third overtime period, a shootout shall be conducted to determine the winner, in accordance with Playoff Shootouts.

## Rationale

As listed above, the rule does not change, other than the timeout portion (to match NCAA rules). It is now written into the actual Game Manual instead of separate playoff rules, so the formatting is adjusted for that. But there does need to be another discussion on the format of playoff OT since we had multiple playoff games go into multiple OT periods in the 2020 playoffs, pushing back the entire day. A few teams have suggested getting rid of the 5-on-5 for the first OT period since the previous 60 minutes was already 5-on-5. But there does need to be a fair opportunity to avoid getting to the shootout since a team would be eliminated by a skills competition.